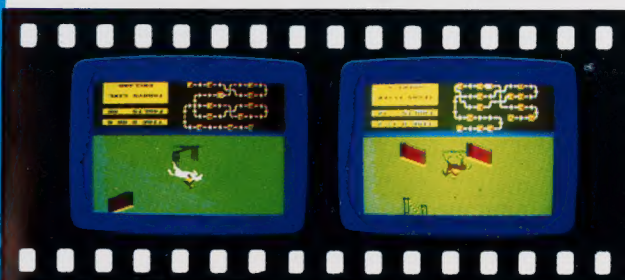


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Please see reverse of this label for instructions in
ENGLISH, FRENCH, GERMAN, ITALIAN & SPANISH.
In this game there are twelve different courses available for you to tackle,
each presenting its own problems. You might fall off, refuse a jump,
knock a fence down or even be eliminated for jumping a wrong fence. It's
all up to you. Tell the horse to walk, canter, gallop, turn or jump when
you want him to. All the thrills (and spills) straight from Hickstead!
That's not all, if you want to try some new obstacles you can simply and
easily design new courses for yourself, without any programming
knowledge needed. You can decide where you want the walls, gates or
any of the different types of fences available.
Up to six riders may compete, each representing a different country, with
the scores being updated on the "Master Scoreboard" as each round is
completed. All faults are recorded automatically, not forgetting that the
clock is ticking away all the time as well. There is also a "Hi-Score
Scoreboard" for each course.
We would like to thank Team Sanyo and Harvey Smith for their
encouragement and inspiration.

**Sponsored by TEAM SANYO
HARVEY SMITH SHOW JUMPER**



TEAM SANYO

**HARVEY SMITH
SHOW JUMPER**

**COMMODORE 64
JOYSTICK ONLY**

SOFTWARE PROJECTS

**Harvey Smith
Show Jumper**

TEAM SANYO &

COMMODORE 64

SHOWJUMPER

Put joystick in port 1
When loaded, "SELECTION MENU" will appear on display board
The options are:-
Press 'E' to change number of riders competing. (Max 6)
Press 'S' to select the course you wish to play. (1-12)
Press 'D' to redesign the currently selected course.
Press 'P' to play the currently selected course.
Press 'H' to display the hi-scores for this course.
Press 'V' to switch music on or off.
Press 'N' to rename horses.

When 'P' has been selected, to play the current course, the display board will be replaced in the top half of your screen by the TV camera view in the arena. The bottom part will be showing a plan of the selected course, the name of the current rider's horse, and the country it represents. The start of the course is denoted by an 'S', the finish by an 'F', and the different types of fences, (there are five types), by letters A to E. Your position is shown as a flashing sight.
Type 'A' is a 5 bar upright fence.
Type 'B' is a 3 bar spread fence.
Type 'C' is a wall.
Type 'D' is a cross-barred fence
Type 'E' is a gate.

You are free to move around the course to examine it, without penalty, until such time as you cross the start line. At that time, the round properly begins. On the plan, the fence that you should be tackling next will be displayed in black. Those still to come shown in red. All fences should be tackled in the correct order. (see faults.) The round is only considered to be finished when the horse crosses the finish line when the plan shows a black 'F', (ie all fences have been tackled), or the horse has been eliminated.

Controlling your horse.

You can control the movement of your horse by moving the joystick in the required direction, but, just like a real horse, he cannot react instantaneously, — he takes time to increase his speed, and also to slow down again.

When moving horizontally, he is capable of three speeds, a trot, a canter, and a gallop. If no selection is made on the joystick he will continue moving at the same speed as has been reached. The trick is to give him a 'kick' with the joystick not to hold it in a steady left or right position, otherwise you may find yourself going too fast to tackle the next fences, (particularly double fences). To jump, press the fire button. Note that changes in speed or direction will not be made whilst your horse is in the air, so make sure you are going at the right speed BEFORE you jump.!!!

Vertical movement is at one speed only, and is selected by the appropriate UP/DOWN movement on the joystick. However, the horse will not continue in a vertical direction indefinitely, but will simply move up and down one 'line' on the plan.

Faults

You will be penalised each time you touch a fence, under the following rules:-
A) You are eliminated for hitting a fence other than the one you ought to be tackling, or the one previous to it.
B) Hitting the correct fence (or the one previous to it) will result in various penalties, depending on the circumstances. If a jump was in progress, the penalty is 4 FAULTS, if no jump was attempted, but the fence was hit at a slow speed, a REFUSAL is adjudged to have occurred, penalty 3 FAULTS. If hit at a gallop without jumping, the rider will be considered to have DISMOUNTED, penalty 8 FAULTS. (There is no penalty for hitting such a fence when it has already been knocked down). You will be ELIMINATED for 3 refusals or falls.

The Scoreboard

The display board will be updated at the completion of each round, showing the current positions. Horses having the fewest faults are placed first, with the lowest amount of time taken determining the position of horses having an equal number of faults.

Pressing 'P' from the display board will allow another rider to start his round; 'M' will return you to the main menu, and 'H' will display the highest scores achieved on the current course. (This table will reset if a course is redesigned).

Designing the Course

When you wish to design a course of your own, select from the menu the number of the course that you wish to use and then press 'D'. (Bear in mind that the previous course of that number will be lost, and that the hi-score table for that course will be cleared).

The plan is replaced by a grid of yellow squares, each one representing a possible fence location. We must start by selecting a START location. Move the flashing cursor to the square of your choice, by using the joystick, and press 'S'. The 'S' will appear in your selected square marking the start for this new course.

You may now lay out a new track, by moving the stick in the required direction, (delete by back-tracking), and selecting fence types A, B, C, D or E as you go. Remember you can only select a fence when on a yellow square, and only when moving in a horizontal direction. You may cross over a straight piece of track, at right angles to it, but you may not use the same track more than once. (If the editor won't let you do it, it's not allowed!!!). Fences are set by pressing the appropriate key when the cursor is on the yellow square. Pressing 'N' will clear a square that is set. Continue in this fashion until you have set as many fences as you wish. (It is not necessary to use ALL the locations!!!).

Place an 'F' in your selected finish point, (this too must be approached horizontally, and must be in a yellow square), and, if satisfied that this is the course that you want, move the joystick in the same direction. The course will now be 'set' in memory, and may be called and played like any other. You are advised not to put more than two fences together, (although this is allowed), as such combinations can be very difficult to play!!!

HAVE FUN !!!!!!!!!!!!!!!

PROGRAMMING BY COLIN PORCH
GRAPHICS BY JANET PORCH
GUARANTEE

This Software product has a lifetime guarantee. If the tape will not load from either side of the cassette, we will replace it free of charge.

PLEASE DO NOT RETURN IT TO PLACE OF PURCHASE

This guarantee does not affect and is in addition to your statutory rights under the sale of goods act.

Software Projects Ltd.,
Bear Brand Complex Allerton Road, Woolton, Liverpool L25 7SF
Telex 627520 Telephone 051-428 9393

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